MATIAS FERNANDEZ
GAMEPLAY ENGINEER

PERSONAL INFORMATION

Portfolio: fermattdev.github.io

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Location: Palermo, Ciudad Autonoma de Buenos Aires, Argentina.

WORK EXPERIENCE

- **Unity Developer**
  DELTA3
  10/2018 - 05/2020
  Worked in the development of VR simulations for complex machinery.
  Responsibilities:
  - Implementation of user inputs for both VR controllers as well as company made VR controllers.
  - Implementation of 3D models made by the art team.
  - Implementation of new VR tools like LeapMotion and Vive Trackers
  - Performance optimization in order to reach the 90 FPS required for VR

- **Game Developer**
  Dedalord Games
  06/2020 - today
  Worked as part of the BigRun Studios team, providing support for both liveops and in-development projects.
  Responsibilities:
  - Worked as part of the LiveOps team for projects like Blackout Bingo, Big Run Solitaire and FarmSweeper.
  - Worked in the development of new products like Blackout Bingo 2: Design Blast and Word Star
  - Implementation of new Power Ups and Mechanics from the design team.
  - Implementation of music and SFX.
  - Implementation of UI Art.

TECHNICAL SKILLS

- **Languages:** C#, C++.
- **Software Experience:** Unity 3D, Unreal Engine, JetBrains Rider, Visual Studio, Git.
- **Team player:** Have experience working with big teams including artists, designers and QA. Providing support to each team when necessary.
- **Work well under pressure**: Experience working on bug fixing and rapid prototyping while working with short deadlines.
- **Quality work:** Always looking to write the best code possible as well as learn new ways to write clean and readable code.

EDUCATION

- **Image Campus**
  03/2016 - 12/2018
  Tecnicatura Superior en Desarrollo de Videojuegos
  Three year Degree in Game Development
- **Professional Game Development in C++ and Unreal Engine**
  01/2023 - 03/2023
  Online Unreal Engine 4 and 5 course.

LANGUAGES

- Spanish: Native speaker
- English: C1 Level (Advanced)